

Appn. Nr. 10/083,746

(Ehrenburg)

GAU 2674

Amnt. A, contd.

2

SPECIFICATION

P. 1, please replace the title with the following title:

—Computer-Compatible, Visualizably Presented, Intuitive and Self-Explanatory Manual Input System—

P. 3, first full paragraph (beginning with "For"), replace with the following amended paragraph:

—For over a century the so-called qwerty keyboard (named for the first six letters on its top row) has been the standard input device for text. A version, termed "Multi-Functional Keyboard, Version 2" was developed and defined by IBM for use with Intel-compatible personal computers ("PCs"). It has become the standard computer keyboard. Today, it is used as the keyboard for nearly all computers. In some cases it has minor modifications, such as a more compact layout for laptops or a few extra keys. The qwerty keyboard is widely regarded as inferior to alternative input systems, such as the ~~more-ergonomic~~ Dvorak keyboard (patent 2,040,248 to A. Dvorak and W.L. Dealey, 1936). Nevertheless none have been able to replace the qwerty keyboard as a standard due to its strongly entrenched position.—

P. 14, second full paragraph (beginning with "According"), replace with the following amended paragraph:

—According to the present invention, I provide a computer-compatible manual input system for efficient generation of inputs by entering chords, or combinations of keys. A legend ~~of symbols and chord representations represents fingers by colors and by symbol groups~~ shows symbol arrays, rows of which represent digits involved in chords or a specific type of chord, enabling determination of chords through visualizing the position of symbols. Chords are represented by combinations of digit-representing colored areas, which resemble a digit or colored key. In the preferred embodiment, a keyboard has only ten colored keys, one for each digit.—

P. 75, final paragraph (beginning with "The ten colors"), replace with the following amended paragraph:

—The ten colors of keys 74, 76, 78, 80, 82, 84, 86, 88, 90, and 92 and corresponding colors in legend 94 can be replaced by ten other easily distinguishable indicia. For example, ten non-color symbols can be used, such as a triangle, a circle, a square, etc. Or as an other example, ten indicia for blind operators, e.g., Braille-like dots or different tactile ridges, can be used. Of course in the latter example both legend 94 and main unit 70 have to be adapted to blind operators. Legend 94

Appn. Nr. 10/083,746 (Ehrenburg) GAU 2674 Amnt. A, contd. 3

can be translated to Braille. The video display of main unit 70 can be replaced by a Braille display.

For example, the (small) NIST (National Institute of Standards and Technology) Rotating-Wheel

Based Refreshable Braille Display (Refreshable braille reader (U.S. Pat. No. 6,776,619 to J. W.

Roberts, O. T. Slattery, and D. W. Kardos, 2004).

<http://www.itl.nist.gov/div895/isis/projects/brailleproject.html>) by the NIST can be put between

keys 80, 86, 82, and 84. ~~(The NIST has filed a patent application (John Roberts, Oliver Slattery, and~~

~~David Kardos) on the rotating wheel Braille display. —~~

Appn. Nr. 10/083,746

(Ehrenburg)

GAU 2674

Amnt. A, contd.

4

P. 109, Please replace the abstract with the following amended abstract:

—A manual input system for efficient generation of inputs by entering chords comprises a keyboard (66) ~~and input system software (68). The keyboard (66) comprises with~~ ten colored keys (74, 76, 78, 80, 82, 84, 86, 88, 90, and 92) and a legend (94) ~~of symbols and chord representations~~. The keys of the keyboard (66) ~~each have a different color and~~ are operated by a different digit of a human operator and each have a different color. The legend (94) presents the assignment of chords to the symbols found on the standard computer keyboard. ~~Chords are represented by colors and symbol groups representing the fingers involved in a chord. The legend (94) enables determination of chords by visualizing the position of symbols relative to the symbol groups.~~ Character chords involve only fingers, while modifier chords involve only thumbs, so that each character can be combined with each modifier. Command chords also involve a thumb, so that accidental input of modified characters and commands during character input is prevented. The legend (94) shows symbol arrays, rows of which represent digits involved in chords. The legend (94) enables determination of chords by visualizing the position of symbols relative to the rows. Chords are represented by combinations of digit-representing colored areas. Each colored area resembling a digit or colored key.—